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in: Neverwitcher, Canon Expansions, Organization, Knight Order

Order of the White Rose

EDIT

This open fan-fiction article was started by Neverwitcher. Feel free to join the effort and enrich it with your own ideas, as long as you deem yourself knowledgable enough and respect/do not delete what others wrote.

This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: **Order of the White Rose**.

Heraldic logo of the order

The **Order of the White Rose** is a knightly order serving as military arm of the church of Kreve, using several commanderies as their local strongholds. Easily identified by crimson cloaks with the emblem of the White Rose on their left shoulder, the knights are equipped with a helmet, armor-plated gauntlets, grooved breastplate, and carried a heavy sword. Those responsible for the Order's code, receiving of new members, and obtaining investitures from the aristocracy are gathered in the Chapter which was headed by the

Information	
Type	Knight Order
Purpose	Defend humans from evil
Location	The Continent
Leader(s)	Grandmaster
Country	Northern Kingdoms

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Grandmaster.

Knights of the Rose were mostly nobly born gentlemen, although the clergy arm and the menial staff contained some peasants, merchants, priests and other lowborn.

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Order History

Origin

The heraldic logo during their initial founding, created by

The founding of the order dates back to the great wars of humanity against the Elder Races, especially with the elves.

Some of the nobles during that time came together to create semi-religious groups aimed at fighting against the enemies of mankind (at least the thinking ones, not so much monsters).

It was Hugues de Napeys of Temeria, a priest of Kreve, who took it upon himself to bring some of these groups together into a

SMiki55.

proper knight order. He became the first Grandmaster and formed the ideas of the absorbed groups into a clear and comprehensible structure.

Recent Events / Timeline

-

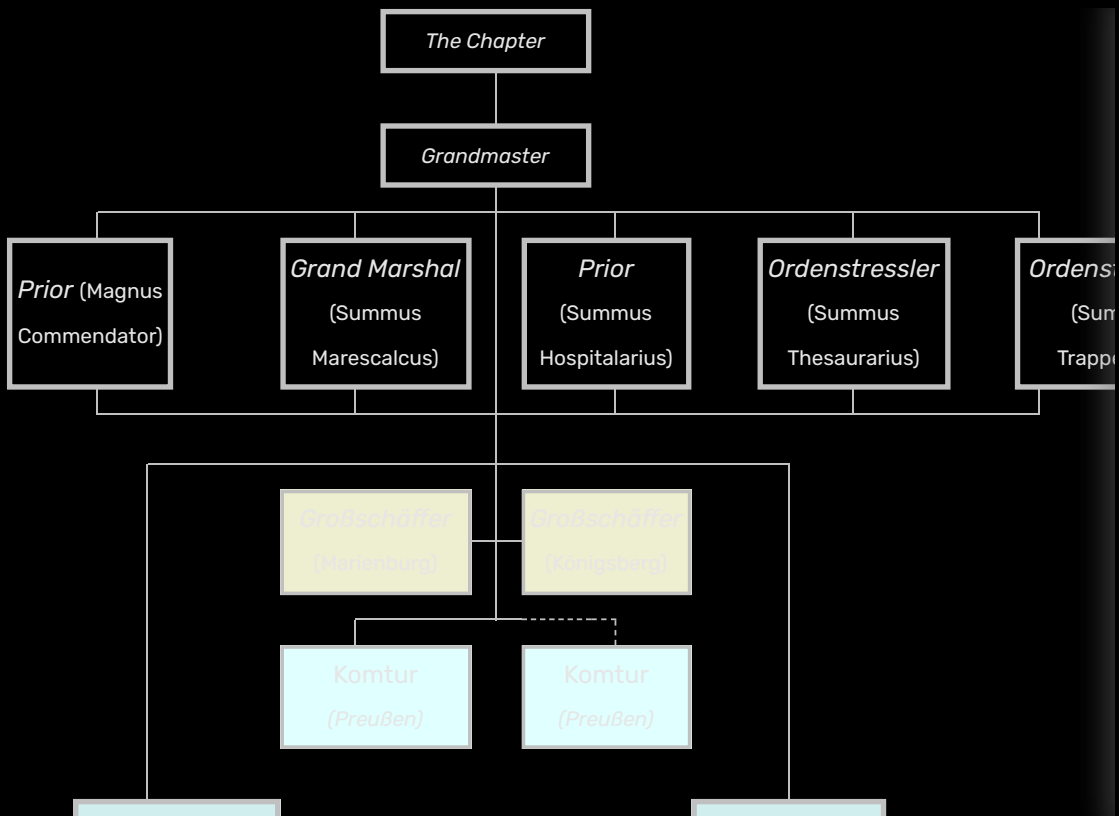
Initiation

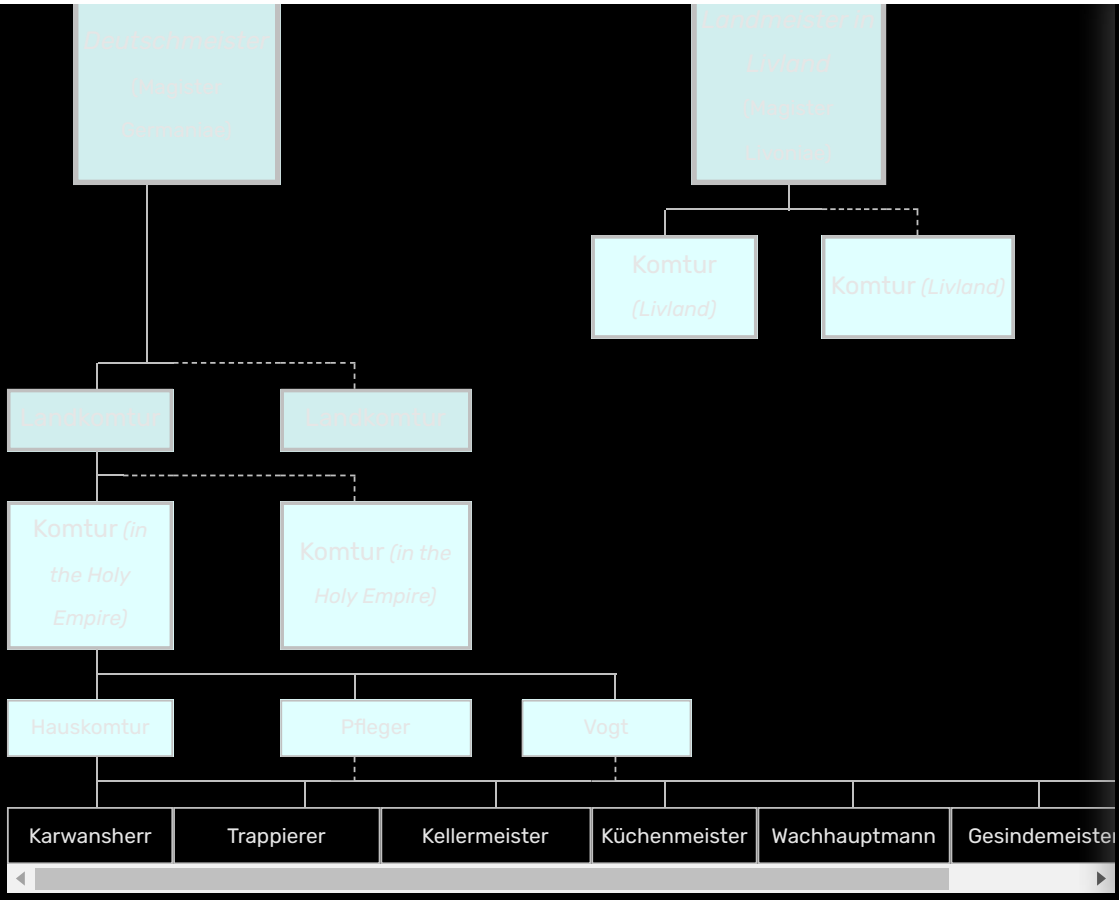
All members must swear oaths upon their joining. These oaths contain "The Vow of Victory", "The Vow of Absolute Obedience", "The Vow of Charity" and "The Vow of Chastity".

- **The Vow of Victory**: A knight of the White Rose never surrenders, never retreats. A knight must not ever be captured. To strike down an unarmed, unprepared, or fleeing foe is dishonorable.
- **The Vow of Absolute Obedience**: A knight of the White Rose obeys any order given by a superior.
- **The Vow of Charity**: A knight of the White Rose gives up any and all personal wealth, for all their needs will be nourished by the order.
- **The Vow of Chastity**: A knight of the White Rose must give up any and all romantic and physical pursuits, for attachments are a weakness to be exploted by the enemies of mankind.

Breaking any of these vows is punished by death.

Order Structure (WIP)





Ranks

Tenets

Known Members

Gallery

Trivia

The Witcher Online: The Neverwitcher Nights Project	[Hide]
Races	Human • Elf • Dwarf • Halfling • Mutant • Doppler
Professions	Artisan • Bard • Doctor • Druid • Mage • Man-at-Arms • Merchant • Noble • Peasant • Priest • Ranger • Rogue • Witch • Witcher
World	Timeline • Faiths & Pantheons • The North • Mahakam • Southlands • Hakland • Ofir • Melukka • Zangvebar
Gameplay	Character Development • Combat • Crafting • Skills • Unique Skill Branches • Magic • Magic school • Trading • Signs • Invocations • Powers • Death • Wounds • Derangements • Overland Map
Power Groups	Rivian Army • Rivian Guilds • People of Elm • Heimwehr • Mahakam Volunteer Army • Scioa'tael • **Order of the White Rose** • Mashujaa wa Zang • Brotherhood of Mages • Novigrad Gangs
VIPs	List of Player Characters • King Halm • Brover Hoog • Fergus var Emreis

Bestiary	Aydakhurg • Otso • Nidhögg • Zystling • Wort • Bublios • Ilyocori • Nighthag • Buggegil • Gan Caenn • Ogre • Nemeton
Locations	**[Show]**

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